

ABSTRACT

A computer-readable recording medium with a video game program recorded thereon; a video game program; a video game processing method; and a video game processing apparatus, with which it is possible to understand easily which of a number of displayed characters is to be the object of an action of a player character and it is possible to make a player character execute an intended action exactly. The input of an action to be performed by a predetermined character is accepted and the input of a candidate character intended to be an object of the action is accepted, and the display color of a cursor pointing at the candidate character is made to be different when the action accepted as input is an attack action and the candidate character is an enemy character from when the action accepted as input is an attack action and the candidate character is not an enemy character.